

## THE RANGER

### Level Features

1st **Druidic**, Favored Enemy, Natural Explorer

2nd Fighting Style, Spellcasting, **Wild Shape**

4th **Wild Shape improvement**, Ability Score Improvement

8th **Wild Shape improvement**, Ability Score Improvement, Fleet of Foot

18th Feral Senses, **Beast Spells**

## DRUIDIC

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

## WILD SHAPE

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your ranger level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

### BEAST SHAPE

Level	Max. CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	—	Giant Eagle

You can stay in a beast shape for a number of hours equal to half your ranger level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

## BEAST SPELLS

Beginning at 18th level, you can cast many of your ranger spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a ranger spell while in a beast shape, but you aren't able to provide material components.

## RANGER CONCLAVES

### LAND CONCLAVE

#### CANTRIPS

When you choose this conclave at 3rd level, you learn three druid cantrips of your choice.

#### RITUAL CASTING

Starting at 3rd level, you can cast a ranger spell you know as a ritual if that spell has the ritual tag.

#### SPELLCASTING FOCUS

Starting at 3rd level, you can use a druidic focus (found in chapter 5) as a spellcasting focus for your ranger spells.

#### CIRCLE SPELLS

Your mystical connection to the land infuses you with the ability to cast certain spells. At **5th, 9th, 13th, and 17th** level you gain access to circle spells connected to the land where you became a ranger. Choose that land—arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark—and consult the associated list of spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

### LAND'S STRIDE

Starting at 7th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

### NATURE'S WARD

When you reach 11th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

### NATURE'S SANCTUARY

When you reach 15th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your ranger spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

### ARCTIC

Ranger level	Circle Spells
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5th	<i>hold person, spike growth</i>
9th	<i>sleet storm, slow</i>
13th	<i>freedom of movement, ice storm</i>
17th	<i>commune with nature, cone of cold</i>

### COAST

Ranger level	Circle Spells
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5th	<i>mirror image, misty step</i>
9th	<i>water breathing, water walk</i>
13th	<i>control water, freedom of movement</i>
17th	<i>conjure elemental, scrying</i>

### DESERT

Ranger level	Circle Spells
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5th	<i>blur, silence</i>
9th	<i>create food and water, protection from energy</i>
13th	<i>blight, hallucinatory terrain</i>
17th	<i>insect plague, wall of stone</i>

### FOREST

Ranger level	Circle Spells
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5th	<i>barkskin, spider climb</i>
9th	<i>call lightning, plant growth</i>
13th	<i>divination, freedom of movement</i>
17th	<i>commune with nature, tree stride</i>

### GRASSLAND

Ranger level	Circle Spells
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5th	<i>invisibility, pass without trace</i>
9th	<i>daylight, haste</i>
13th	<i>divination, freedom of movement</i>
17th	<i>dream, insect plague</i>

### MOUNTAIN

Ranger level	Circle Spells
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5th	<i>barkskin, spider climb</i>
9th	<i>lightning bolt, meld into stone</i>
13th	<i>stone shape, stoneskin</i>
17th	<i>passwall, wall of stone</i>

### SWAMP

Ranger level	Circle Spells
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5th	<i>darkness, Melf's acid arrow</i>
9th	<i>water walk, stinking cloud</i>
13th	<i>freedom of movement, locate creature</i>
17th	<i>insect plague, scrying</i>

### UNDERDARK

Ranger level	Circle Spells
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5th	<i>spider climb, web</i>
9th	<i>gaseous form, stinking cloud</i>
13th	<i>greater invisibility, stone shape</i>
17th	<i>cloudkill, insect plague</i>

## MOON CONCLAVE

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### COMBAT WILD SHAPE

When you choose this circle at 3rd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Might increase the value to 2d8, as Rangers have less slots available than druids.

### CIRCLE FORMS

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 3rd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there).

Starting at 6th level, you can transform into a beast with a challenge rating as high as your ranger level divided by 3, rounded down.

### PRIMAL STRIKE

Starting at 7th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### ELEMENTAL WILD SHAPE

At 11th level, you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

### THOUSAND FORMS

By 15th level, you have learned to use magic to alter your physical form in more subtle ways. You can cast the *alter self* spell at will.